DC
NEXT LEVEL
13+ TEEN
5
ALL IN
BATWOMAN
RUCKA
DaNi
HOLLINGSWORTH
DANI 2026.

ABSOLUTE
UNIVERSE
ABSOLUTE BATMAN
ABSOLUTE GREEN ARROW
ABSOLUTE SUPERMAN
ABSOLUTE WONDER WOMAN
Well, well. Look at you go...
Safe.
RUN.
...whoever you are, you've got flair, I'll give you that.
IS THE OTHER PLAYER DISRUPTING THE SCENE, PENNYWORTH?
MOVE!
DC GO!
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GREECE
OUTSIDE OF PETALON
CONVENT OF THE DAUGHTERS OF LILITH
ANGEL
EVERYTHING IS READIED, MOTHER SUPERIOR.
MASTER SLAY IS TO ARRIVE SHORTLY.
VERY GOOD, IONE.
WE HAVE DONE AS YOU DIRECTED, BUT MANY OF US WOULD LIKE TO *STAY*-- WITH YOUR PERMISSION, OF COURSE.
IT HAS BEEN SO VERY *LONG* SINCE WE LAST SAW HER, MOTHER DESPINA...
...WE WANT TO BE HERE TO WELCOME HER *HOME.*
YOU MISS YOUR SISTER, IONE?
VERY MUCH, MOTHER. WE *ALL* DO.
IT MAY NOT BE THE HOMECOMING YOU IMAGINE.
DO AS YOU AND YOUR SISTERS HAVE BEEN INSTRUCTED...

"...TAKE COMFORT IN YOUR OBEDIENCE."
BATWOMAN
ESCHATOLOGY
PART FIVE
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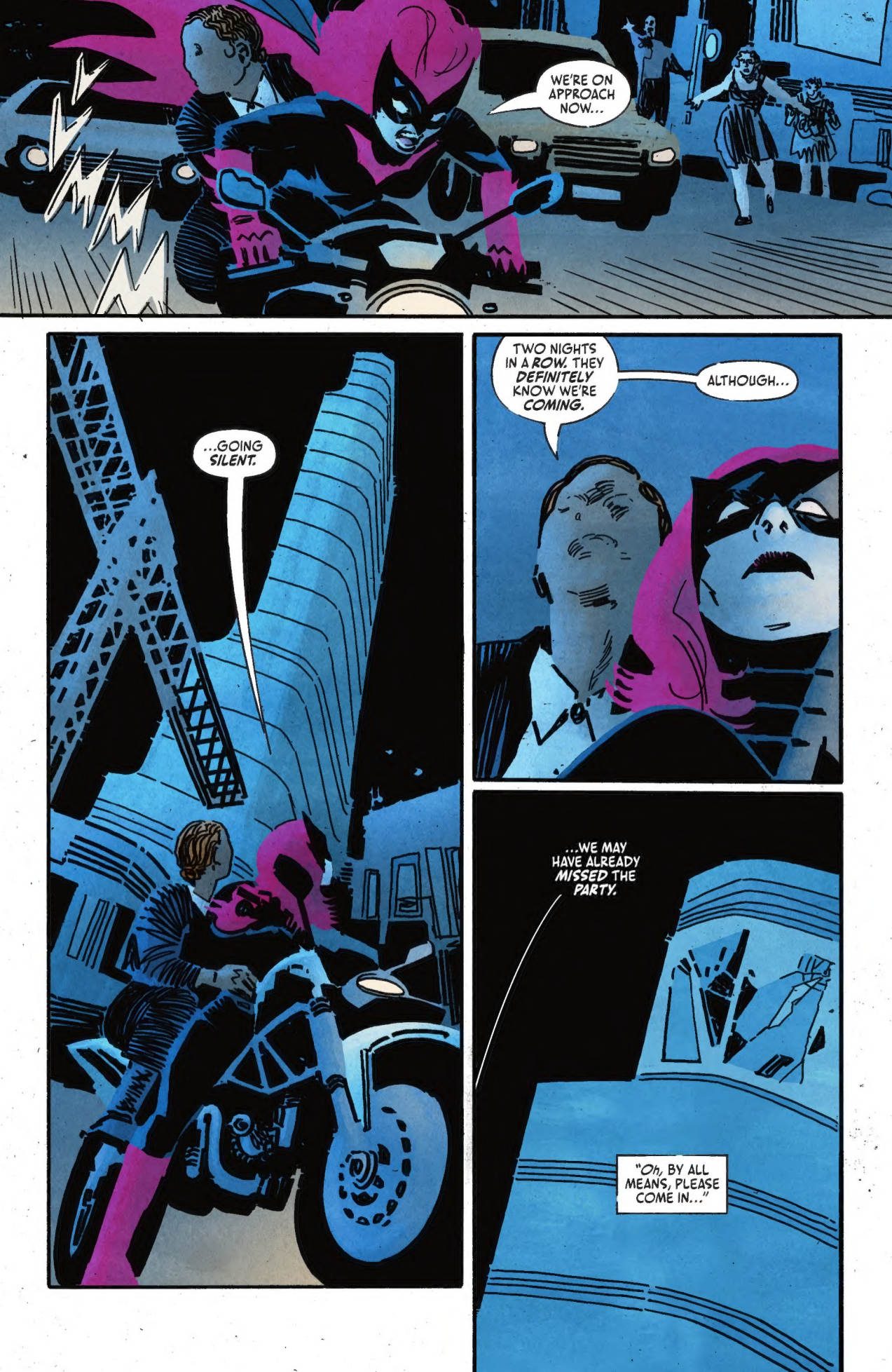
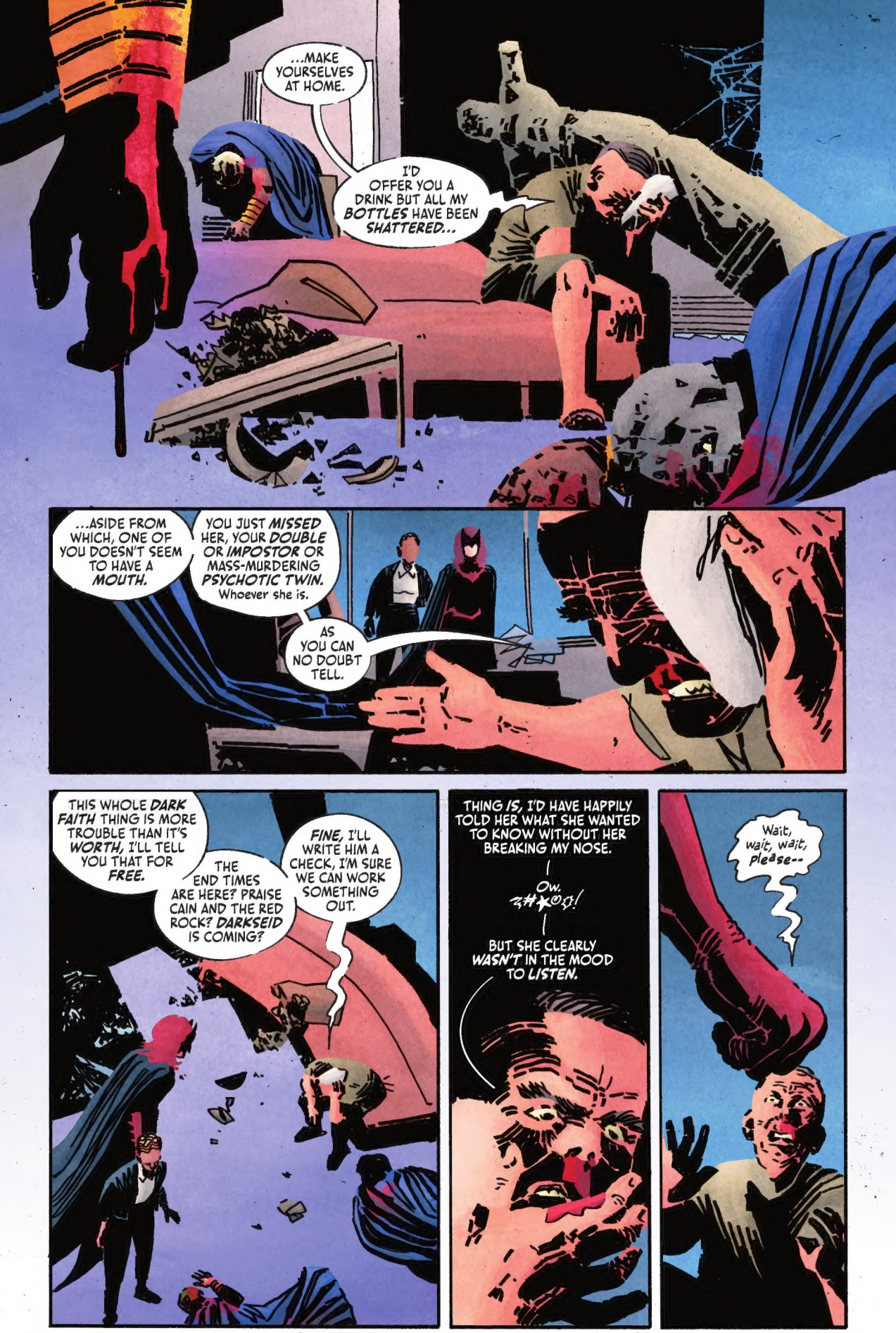
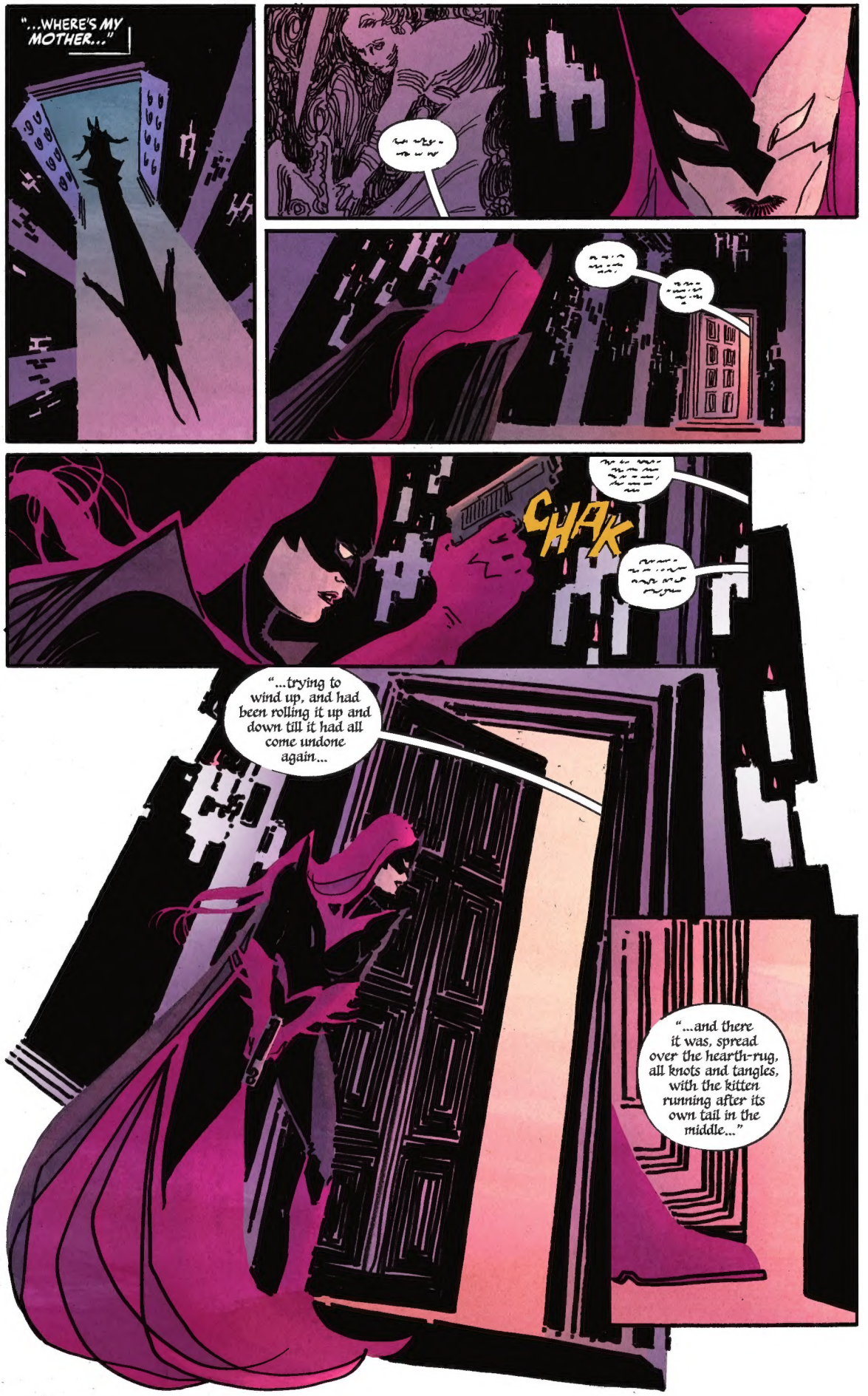
THE DOCTRINE OF JULIUS EVOLA
BLACK ARTS
& THE MAGI
THE DIVINE DYAD
SOLOMON
MALLEUS MALEFIC
IT WON'T BE LONG NOW.

Whoa, whoa, whoa--
--whoawhoa
SLOW DOWN!
NO.
COLONEL--
--UPDATE ME.
I'M INTO THE CAMERAS ALL AROUND THE CITY--
--NO SIGN OF HER.
SHE'S DOING WHAT YOU WOULD DO IF YOU WERE ON-MISSION...
...SHE'S RUNNING DARK.
CONFIRMED...


WE'RE ON APPROACH NOW...
...GOING SILENT.
TWO NIGHTS IN A ROW. THEY DEFINITELY KNOW WE'RE COMING.
ALTHOUGH...
...WE MAY HAVE ALREADY MISSED THE PARTY.
"Oh, BY ALL MEANS, PLEASE COME IN..."


...MAKE YOURSELVES AT HOME.
I'D OFFER YOU A DRINK BUT ALL MY BOTTLES HAVE BEEN SHATTERED...
...ASIDE FROM WHICH, ONE OF YOU DOESN'T SEEM TO HAVE A MOUTH.
YOU JUST MISSED HER, YOUR DOUBLE OR IMPOSTOR OR MASS-MURDERING PSYCHOTIC TWIN. Whoever she is.
AS YOU CAN NO DOUBT TELL.
THIS WHOLE DARK FAITH THING IS MORE TROUBLE THAN IT'S WORTH, I'LL TELL YOU THAT FOR FREE.
THE END TIMES ARE HERE? PRAISE CAIN AND THE RED ROCK? DARKSEID IS COMING?
FINE, I'LL WRITE HIM A CHECK, I'M SURE WE CAN WORK SOMETHING OUT.
THING IS, I'D HAVE HAPPILY TOLD HER WHAT SHE WANTED TO KNOW WITHOUT HER BREAKING MY NOSE.
Ow.
BUT SHE CLEARLY WASN'T IN THE MOOD TO LISTEN.
Wait, wait, wait, please--

--WHAT IS IT WITH YOU TWO? IS IT THE DRESSING UP AS A GIANT BAT, IS THAT IT?
YOU NEED TO PUNCH EVERYONE YOU MEET?
I'M NOT GOING TO PUNCH YOU, MR. GORES...
...I'M GOING TO PUT YOUR EYES OUT.
THAT'S NOT BETTER! THAT'S ACTUALLY WORSE!
THEN MAYBE YOU BEST TELL US WHAT YOU TOLD HER.
WHAT DID THE OTHER BATWOMAN WANT?
DESPINA! SHE WANTED MOTHER DESPINA!
WHO?
DESPINA ANGELOS. OWNS THE PALAS TYCHE CASINO. IT'S A FRONT.
SHE'S MOTHER SUPERIOR OF THE DAUGHTERS OF LILITH...
...I TOLD HER DESPINA HAD GONE TO THE CONVENT, BUT SHE WAS OUT OF CONTROL...
..."WHERE'S MOTHER DESPINA?" SHE KEPT ASKING ME...


"...WHERE'S MY MOTHER..."
CHAK
"...trying to wind up, and had been rolling it up and down till it had all come undone again...
"...and there it was, spread over the hearth-rug, all knots and tangles, with the kitten running after its own tail in the middle..."

"'Oh, you wicked little thing!' cried Alice...
"...catching up the kitten and giving it a little kiss to make it understand it was in disgrace.
"'Really, Dinah ought to have taught you better manners!
"You ought, Dinah...
Alice's Adventures
"...you know you ought!'
I WAS GETTING WORRIED. IT'S WELL PAST YOUR BED-TIME.
COME SIT, THERE'S STILL TIME FOR A STORY. IT IS YOUR FAVORITE.
Yes, Mother.

Oh, my poor sweet girl...
...LOOK WHAT YOU'VE DONE TO YOUR BEAUTIFUL HAIR.
I THINK IT LOOKS PRETTY!
I'M SO HAPPY TO SEE YOU AGAIN, ALICE!
WE WERE CERTAIN WE HAD LOST YOU.
I'M SO HAPPY YOU'VE COME HOME.
LOOK AT YOU TWO.
ALICE, MAKE SOME ROOM FOR YOUR SISTER...
...EVERYONE GET COMFORTABLE.
WHERE WAS I? Oh, YES...

"'Do you know, I was so angry, Kitty,' Alice went on as soon as they were comfortably settled again...
Alice's Adventures
"'...when I saw all the mischief you had been doing, I was very nearly opening the window, and putting you out into the snow!
"'And you'd have deserved it, you little mischievous darling!
"What have you got to say for yourself...?'"

So...
...WE'RE JUST GOING TO WALK IN THERE, NAB YOUR TWIN SISTER, AND WALK OUT AGAIN?
THAT'S THE PLAN?
IF SHE'S HERE, SHE LEAVES WITH US.
Okay, then.
YOU'VE INVESTIGATED THE DARK FAITH FOR YEARS.
THIS WHAT THEIR "CONVENTS" ARE NORMALLY LIKE?
NEVER SEEN ONE LIKE THIS. MOSTLY THEY'RE DRESSED-UP BORDELLOS...
...THIS FEELS... I dunno, this feels...

...OLD.
IT IS THE FIRST.
THIS IS WHERE THE DAUGHTERS MADE THEIR FIRST HOME. IT HAS STOOD, IN ONE FORM OR ANOTHER, FOR MILLENNIA.
YOU DON'T REMEMBER ME, DO YOU, FAITHLESS?
I'VE PUNCHED A LOT OF MONKS OF THE STONE IN MY TIME.
YOU'LL HAVE TO REFRESH MY MEMORY.
INDEED, YES, YOU HAVE.
IT DOES NOT MATTER.
MY BUSINESS IS WITH YOU, NOT YOUR COMPANION NOR HER MISSION HERE...
...SHE WILL FIND HER FALLEN TWIN WITHIN. THEY WAIT FOR HER.
NOW WE WILL BATTLE, AS WE MUST.
YEAH, OKAY. AND WHY WE GONNA DO THIS?
BECAUSE-- AS IT IS WITH THE TWINS-- SOME THINGS ARE DESTINED.
"THE FAITHLESS WILL LEAD US INTO THE DARKNESS."
IT IS TIME FOR YOU, TOO, TO COME HOME. WHETHER YOU WANT TO OR NOT.
YOU GOT THIS?
YEAH, I GOT THIS...

"...YOU GO GET YOUR SISTER."
Alice's Adventures in Wonderland

I THINK I HAVE TO FIGHT YOU, NOW.

I THINK I HAVE TO KILL YOU NOW.
YOU DON'T.
I'M HERE TO TAKE YOU HOME.
BUT THAT'S NOT RIGHT. THIS IS MY HOME.
I THINK YOU'RE WRONG, ANYWAY...
...I THINK ONE OF US HAS TO DIE HERE...
...I THINK IT HAS TO BE YOU.

That's not right...
...I'M KATE.
YOU SEE, BECAUSE THEN... THEN ALL THE BAD THINGS...
...ALL THE HORRIBLE THINGS MY SISTER DID... THAT THEY MADE HER DO...
...THAT WAS HER, SHE DID IT, ALL OF IT, SHE DIDN'T HAVE A CHOICE...
...SHE MADE ALICE, NOT ME...
...SO YOU SEE, I HAVE TO BE KATE.
SO YOU HAVE TO BE BETH.
SO YOU TELL ME--

--you tell me right now--
--WHO AM I?
YOU'RE BATWOMAN.
I...
...am...
...I am...
I AM.

I WILL KILL--
NO! NO, LISTEN--
--BATWOMAN DOESN'T KILL! SHE DOES NOT KILL.
BUT THEY-- WHAT THEY DID TO YOU-- I NEED--
NO, YOU NEED TO SAVE ME. THAT'S WHAT YOU NEED TO DO...
...Batwoman saves her sister.
MY SISTER'S RIGHT.
I DON'T KILL.
BUT I'LL START IF YOU DON'T GET OUT OF THE WAY.

NO, PAGONA...
"...LET THEM GO."
SHE TRICKED HER!
"WE DIDN'T GET TO HAVE OUR FIGHT!"
BUT WE DID.

"YOU FORGET WHAT I TAUGHT YOU...
NOT EVERY FIGHT IS WON WITH FIST OR WITH WEAPON...
"...AND MORE THAN ONE VICTORY HAS LATER BEEN REVEALED A CRUSHING DEFEAT...
?
"...CONSIDER WHAT HAS BEEN LOST AND WHAT HAS BEEN GAINED..."

"...CONSIDER THE PRICE PAID BY ALL THOSE CONCERNED...
"...CONSIDER ALL THESE THINGS, AND THEN TELL ME...
"...DO YOU REALLY THINK THIS IS OVER?"
Alice's Adventures
NEXT: The Story of the Fall

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DC NATION SPOTLIGHT ON

DARK KNIGHTS OF STEEL II

CONVERSATION WITH TOM TAYLOR

A realm on the brink of war! In *Dark Knights of Steel II*, writer Tom Taylor returns to his acclaimed medieval reimagining of the DC Universe, alongside artist Otto Schmidt, colorist Arif Prianto, and letterer Wes Abbott, as kingdoms rise, alliances fracture, and bloodlines carry deadly secrets. Building on the shocking revelations of the first series, this next chapter raises the stakes as betrayal brews within the ranks and war spreads across land and sea.

REIMAGINING THE DC UNIVERSE IN A MEDIEVAL WORLD

TOM TAYLOR: *Dark Knights of Steel* starts in a way we've all seen before. We're on Krypton, with Jor-El and Lara saying, "This is the only way we can save ourselves." The rocket takes off, Krypton explodes, and the ship crash-lands. The rocket opens, Jor-El comes out, and Lara is giving birth to Kal-El inside.

Knights on horseback show up. They fire bows and arrows, and Jor-El incinerates them all with heat vision. Kal-El is born, we pull back, and instead of a modern world, we see castles. We're in a medieval setting.

There's an illegitimate Bat-Prince. Batman is the prince of this land, his parents were killed, and the Els have inherited the throne.

By the end of issue #1, we learn something we've never known before: Bruce's real father is Jor-El. Martha gave birth to him, but Bruce and Kal-El are actually half brothers. Kal also has his sister, Zala, who is in a relationship with Wonder Woman of Amazonia, and from there, it just keeps expanding and reinventing the DC Universe.

RETURNING TO A WORLD OF FANTASY AND HEROES

TAYLOR: It feels amazing to come back to *Dark Knights of Steel*. It's one of my favorite things I've ever written.

This book is pure joy. I'm a huge fantasy fan; I grew up reading fantasy novels nonstop. I read *The Lord of the Rings* when I was nine. I have friends who are fantasy authors that I love and respect and admire. And I also grew up reading comics.

Getting to mash my love of superheroes and fantasy together, it's just pure joy. It makes me happy.

RAISING THE STAKES: BETRAYAL, WAR, AND EXPANSION

TAYLOR: The stakes continue to rise in *Dark Knights of Steel II*. If you followed the first series, you know that while our heroes do win and form a league, there's still a major traitor among them. That betrayal is ready to explode, and we'll see the repercussions.

These invulnerable heroes from the stars aren't so invulnerable when someone like Amanda Waller is their general, with her own designs on the throne.

It gets very *Game of Thrones*. We're introducing more characters and expanding the world. I can't say too much, but we are bringing in Aquaman and Black Manta. There's a war at sea, and the world continues to grow.

We also have the isles of Blüdhaven, where a man named Carmine Falcone is king, alongside his son Victor, and it all gets very messy. Very bloody. Lots of sadness, death, madness, and very cool action.

DON'T MISS *DARK KNIGHTS OF STEEL II*, ON SALE NOW!

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